

Listing of Claims

1. (Currently Amended) A method of ~~using~~ wagering a residual credit of a gaming machine to win a prize having a prize value, the residual credit being equivalent to units of monetary value which is held within the gaming machine and is indispensable by the gaming machine, the method comprising:

~~selecting a value of a jackpot pool;~~

determining a range of random numbers as a function of the prize value ~~of the jackpot pool~~;

determining ~~a number of~~ at least one winnable outcome value ~~values~~ dependent on the value of the residual credit indispensable by the gaming machine;

randomly generating an outcome from the range of random numbers;

comparing the generated outcome ~~[[with]]~~ in relation to the winnable outcome value ~~values~~; and

awarding the prize from the gaming machine if the generated outcome relationally matches any of the winnable outcome values.

2 – 3. (Canceled)

4. (Currently Amended) The method according to claim 1, wherein the gaming machine uses a denomination, and the range of random numbers includes an upper limit, the method further comprising determining the upper limit by dividing the prize value ~~of the jackpot pool~~ by the denomination.

5. (Previously Presented) The method according to claim 4 wherein the number of winnable outcome values includes an outcome upper limit, the method further comprising determining the outcome upper limit by dividing the residual credit by the denomination of the gaming machine.

6. (Currently Amended) The method according to claim 1, further comprising wherein selecting a value of a jackpot pool comprises selecting an upper limit of the prize value of the jackpot pool, the method further comprising receiving contributions from another residual credit another gaming machine until the upper limit of the prize value jackpot pool is reached.

7. (Currently Amended) The method according to claim 6 wherein the current value of the prize value jackpot pool determines the number of winnable outcome values.

8. (Previously Presented) The method according to claim 7 further comprising assigning a unique identification code for each contribution of residual credit.

9. (Previously Presented) The method according to claim 8 further comprising storing the unique identification code and the winnable outcome values.

10. (Previously Presented) The method according to claim 9, wherein the outcome is a first outcome, the method further comprising:

generating a second outcome; and

comparing each of the first and second outcomes to the winnable outcome values.

11. (Previously Presented) The method according to claim 1, wherein the number of winnable outcome values is sequential in number.

12. (Currently Amended) A gaming system for using wagering residual credits of a gaming machine to win a prize having a prize value, the residual credit being equivalent to units of monetary value which is held within the gaming system and is indispensable by the gaming machine, the gaming system comprising:

a controller ~~selects a prize value~~, determines a range of random numbers as a function of the prize value and determines ~~a number of~~ at least one winnable outcome ~~value~~ values based on the value of the residual credit indispensable by the gaming machine;

a random number generator generates a random outcome within the range of random numbers;

wherein the controller compares the generated random outcome ~~with the number of~~ in relation to the winnable outcome ~~value~~ values; and awards the prize from the gaming machine if the generated random outcome relationally matches any of the winnable outcome values.

13. (Canceled)

14. (Previously Presented) The system according to claim 12 wherein the controller determines an upper limit for the range of random numbers.

15. (Previously Presented) The system according to claim 14, wherein the gaming machine uses a denomination, and wherein the upper limit is the prize value divided by the denomination.

16. (Previously Presented) The system according to claim 15 wherein the controller divides the residual credit by the denomination to determine the number of winnable outcome values.

17. (Previously Presented) The system according to claim 16 wherein the controller defines an upper limit of the prize value and receives contributions from another residual credit in another gaming system until the upper limit of the prize value is reached.

18. (Currently Amended) The system according to claim 17 wherein the controller determines the range of outcome values from the current value of the prize value ~~jackpot~~.

19. (Previously Presented) The system according to claim 18 wherein the controller assigns a unique identification code for each contribution of residual credit.

20. (Previously Presented) The system according to claim 19 further comprising a storage for storing the number of winnable outcome values and the unique identification code.

21. (Previously Presented) The system according to claim 20, wherein the outcome is a first outcome, wherein the random number generator generates a second outcome and wherein the controller compares each of the first and second outcomes with the number of winnable outcome values and determines whether any of the first and second outcomes matches any winnable outcome value.